

What is claimed is:

1. A system for providing information and/or entertainment services in one or more lodging facilities, comprising:

5 a plurality of slave subsystems having a plurality of slave hosts and including at least a first slave subsystem having a first slave host and a second slave subsystem having a second slave host, each of said plurality of slave subsystems being associated with a group of rooms in at least one lodging facility and in which said first slave subsystem is associated with a first group of rooms and said second slave subsystem is associated with a second group of rooms, each of said slave hosts being involved with a first set of functions;

a master host being involved with a second set of functions;

10 a communications interface that enables communications between each of said plurality of slave hosts and said master host; and

a plurality of master host subsystems connected to said master host.

2. A system, as claimed in Claim 1, wherein:

said plurality of master host subsystems includes a number of the following: property management system, a front office terminal, an Internet router, and a modem.

3. A system, as claimed in Claim 2, wherein:

said second set of functions includes a plurality of the following: controlling communications between said property management system and said plurality of slave hosts; supervising access to said front office terminal to enable terminal related communications

5 to be received by a desired slave host of said plurality of slave hosts; securing connection to the Internet for one or more of said plurality of slave hosts; and obtaining a connection to said modem.

4. A system, as claimed in Claim 1, wherein:

said plurality of master host subsystems includes at least a first digital content receiver (DCR) and at least said first slave subsystem includes a first digital content server (DCS) and in which said first slave subsystem downloads content from said DCR to said
5 DCS.

5. A system, as claimed in Claim 1, wherein:

said master host obtains statistical report information from each of said plurality of slave subsystems and said statistical report information includes identification information of each of said plurality of slave hosts.

6. A system, as claimed in Claim 1, wherein:

said master host stores room map information that correlates each room of the lodging facility with one of said slave hosts.

7. A system, as claimed in Claim 1, wherein:

said master host has menu information including related to identification of said first slave host as being responsible for the first group of rooms, menu options involved with

producing reports to obtain data from each of said slave hosts, and menu options that allow
5 configuration changes to be propagated to all of said slave hosts.

8. A system, as claimed in Claim 1, wherein:
said master host is used to install changes to said slave hosts.

9. A system, as claimed in Claim 1, wherein:
said first set of functions includes: controlling game engine operations for a
predetermined group of rooms of at least one lodging facility; controlling playing of movies
for a predetermined group of rooms of at least one lodging facility; receiving transaction
5 information associated with a predetermined group of rooms of at least one lodging facility;
and storing guest information associated with a predetermined group of rooms of at least one
lodging facility.

10. A system, as claimed in Claim 1, wherein:
each of said slave hosts is associated with host-specific configurations and global
configurations and in which said host-specific configurations include information related to
an Internet browser service including a number of browsers to be associated with each of said
5 slave hosts.

11. A system, as claimed in Claim 3, wherein:
said first slave host includes a first server and said master host includes a second

server, said first server accepts requests and transfers data relative to said property management system through said master host and obtains information in connection with fulfilling requests associated with at least said first slave subsystem, said second server
5 formatting requests based on protocol of said property management system and interpreting responses based on requests sent to said property management system.

12. A system, as claimed in Claim 3, wherein:

each of said master host and said plurality of slave host has an IP (Internet Protocol) address and in which only said IP address of said master host is routable over the Internet.

13. A system, as claimed in Claim 4, wherein:

said second slave subsystem has a second DCS and in which said first slave subsystem and said second slave subsystem control downloading content to each of said first and second DCSs such that a downloading to said first DCS is conducted at a time differently from downloading to said second DCS.

14. A method for providing information and/or entertainment services in at least one lodging facility, comprising:

obtaining guest information by a first slave host of a first slave subsystem of a plurality of slave subsystems;

5 communicating said guest information to a master host in communication with each of said plurality of slave subsystems; and

providing said guest information to a property management system of at least one lodging facility that communicates with said master host.

15. A method, as claimed in Claim 14, wherein:

said communicating step includes utilizing a first server executing on said first slave host to transfer said guest information to said master host.

16. A method, as claimed in Claim 15, wherein:

said providing step includes using a second server executing on said master host and in which said second server formats said guest information to be acceptable to said property management system.

17. A method, as claimed in Claim 14, further including:

sending information from said master host that was obtained from one of a plurality of master host subsystems to said first slave host.

18. A method, as claimed in Claim 14, further including:

enabling an Internet connection by said master host based on a request from said first slave host.

19. A method, as claimed in Claim 14, wherein:

said first slave host performs a plurality of the following: regulating game engine

operations for a first group of rooms associated with said first slave host; controlling playing
of movies for said first group of rooms; receiving transaction information for said first group
5 of rooms; and storing guest information for said first group of rooms.

20. A method, as claimed in Claim 14, further including:

storing information correlating said plurality of slave subsystems to rooms associated
therewith.

21. A method for providing entertainment and/or information services in at least
one lodging facility, comprising:

providing a master host and a plurality of slave hosts including first and second slave
hosts and with each of said plurality of slave hosts being in communication with said master
5 host; and

conducting at least a plurality of the following:

sending information to said master host by said first slave host;

transmitting command information from a front terminal to said first slave
host using said master host;

10 executing a property management system daemon using a server associated
with said first slave host;

executing a property management system interface daemon using said master
host;

storing guest information using said first slave host and in which said guest

15 information includes transactions for a first group of rooms associated with said first slave
host and identification information associated with said first group of rooms;
enabling an Internet connection by said master host based on a request from
said first slave host; and
receiving information by said master host from said plurality of slave hosts
20 related to preparing statistical reports.

22. A method, as claimed in Claim 21, wherein:

said providing step includes causing said master host and said plurality of slave hosts
to communicate on a network.

23. A method, as claimed in Claim 21, further including:

associating a room map with said master host in which each of a plurality of rooms
is identified using one of said plurality of slave hosts.

24. A method, as claimed in Claim 21, further including:

executing a menu option in which a prompt is provided requiring selection of a slave
host of said plurality of said slave hosts.

25. A method, as claimed in Claim 21, further including:

said first slave host performs a plurality of the following: controlling game engine
operations for a first group of rooms of the lodging facility; controlling playing of movies for
said first group of rooms; receiving transaction information for said first group of rooms

5 and storing information for said first group of rooms.

26. A method, as claimed in Claim 21, further including:
delivering video information to a digital content server.